SOUNDIRON

Welcome to The Beat Boxer

The Beat Boxer by Soundiron is a comprehensive and fully playable human beatbox vocal percussion library for Native Instrtument Kontakt, featuring the bombastic talents of "Jbox" (aka Jerry Girard), a young native to the Oakland/East Bay area, by the San Francisco Bay in California. With over a gigabyte of content and 4416 samples, this deep library features over a hundred unique multisampled articulations with an average of 12X round robins each. It covers a wide variety of essential drums and classic beatbox sound effects, ranging from snares, kicks, hi-hats and toms to turntable scratches, synths, breaths, drips, ratchets, stutterbeats and many, many more. It also includes 100 live breakbeat, funk and hiphop drum loops and 108 custom-modified glitch and FX loops, all fully tempo-synchable with built in adaptive step-sequencing.

The Beat Boxer was captured with both a classic dynamic stage mic and a large diaphragm condenser, giving you full control over the tone and response. The dynamic mic has a more thunderous bass response and transient punch, while the condenser offers a smoother, clearer and higher fidelity studio sound. You can load/unload each mic independently and adjust volume, panning and output routing to customize your mix or create a wide stereo pair with the two channels.

Every preset features a complete array of automatable performance shaping controls. The Master Ensemble puts all of the round-robin percussion are your fingertips, with personalized or industry standard key-mapping options. The Master SFX preset provides a universal sampler-style

arrangement, with every sample directly available at your command. You can use our powerful Megamixer to build, save and load your own custom drum kits. The Submixer and Dual-Layer presets let you drill down to focus on specific instrument sub-types. The Midi Loops panel allows you to load, play and tweak your own midi grooves or choose from our collection of midi clips by our excellent team of composers, featuring 104 original breakbeats and grooves by our good friends Brad Jerkins, Dirk Ehlert, Sascha Knorr, Sean Gordon and Simon Begg. You can also generate dynamic arpeggiation sequences, fills and rolls with our exclusive and fully integrated ARP interface.

And every preset includes our DSP multi-effect rack, with eq, filter, distortion, amp & speaker simulation, flanger, phase, chorus, compression and convolution reverb, giving you the power to fully manipulate the sound however you like. And of course, we included a broad collection of sound-designed custom ambiences, synth-tones, drones, atmospheres and pads all hand-crafted from the raw acoustic source to serve as natural sonic accompaniment and push the creative possibilities even further.

Jerry Girard - stage name "Jbox" - was recorded by Andre Frazier in Emeryville, CA. You can follow Jerry on Twitter at @jboxrhythms and at www.facebook.com/jboxbeats and check out more of Andre's work at http://www.thesouldojo.com.

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The Beat Boxer

24 powerful open-format Kontakt .nki instrument and kit construction presets
4,416 Samples
1.25 GB Installed
Over 100 multisampled articulations, with an average of 12X round-robin
208 Tempo-synching Loops
104 Midi Grooves
24bit / 48kHz mono/stereo wav samples (non-compressed)
2 Freely Mixable Microphone Types (dynamic and condenser)
Dozens Of Room, Hall and Special Effect Acoustic Environments
Adaptive Sequencer, Rack Multi-FX, Deep-Sampled Precision
Customizable key mapping and template design, saving and loading
Midi Groove loading, playback and customization

CREDITS

Performed by
Jerry Girard ("Jbox")

Recorded by
Andre Frazier

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Spencer Nunamaker, Mike Peaslee
Gregg Stephens & Chris Marshall

Systems Design & Scripting
Chris Marshall

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Format

All of the sample content is included as standard open PCM wav files to allow you easy access to manipulate, reprogram and customize the sounds however you wish. We know that it's important for many users to be able to go beyond the limitations of any one format, so we've kept this library's directories and files open for our advanced users. As a professional, you may have your own workflow or format requirements, and we trust that you'll respect our hard work and won't share this content with anyone who hasn't paid for it.

You'll need the full retail version of Native Instruments Kontakt 5.1.0 or later to use the nki presets in this library. The free Kontakt "Player" and any other version of Kontakt that came bundled with another library or software product (other than NI's full "Komplete" package) don't support this library. The free Kontakt Player is NOT a full version of Kontakt and <u>cannot</u> load or play standard open-format Kontakt instruments, wav samples or libraries. Please read all instrument specs and software requirements before purchasing this or any other Soundiron products to see the full list of software requirements, features and format compatibility for each library.

Fidelity

This library was recorded in dual mono using two different microphone types (Dynamic and Condenser) at 48kHz / 24bit. This was recorded on location in a dry studio environment, but sonic impurities from clothing, body movement and natural mouth and throat sounds may be present in the samples. Our goal is to preserve and accentuate the natural live qualities in our instruments without overly modifying and sterilizing the recordings. Therefore, please keep in mind that this library isn't designed to provide perfectly sterile result.

System Requirements

Please be aware that many instrument and multi-instrument programs in this library are extremely ram/cpu and hard disk-streaming resource intensive. We highly recommend that you have a 64-bit operating system (Windows or OSX) with *at least* 2GB of system ram, a multi-core cpu and a 7200 rpm SATA or SSD hard disk before purchasing this particular Soundiron library. Large sample sets like those found in this library may load slowly and may cause system instability on some machines.

Download

We provide the Continuata Connect download manager to offer high-speed, reliable and fully automated library downloading and installation. Download and run the latest version for your OS (PC or Mac) before proceeding. You may also need to add special permissions to your security software for the downloader, if it blocks applications from accessing the web.

Next, copy-paste your download code from your download email into the Code box in the downloader window. Press the download button and select the location you'd like to download and install the library. It will automatically start downloading the file(s) and then error-check, extract and install the finished library. Once installation is <u>fully</u> complete, you can remove the .rar download files and store them in a safe place as a back-up copy. We always recommend downloading the latest version of our downloader before you begin. The link in your email will always take you to the latest version.

Don't move, rename, delete or modify <u>any</u> of the files or folders created during the download until after you see the status

message for all files in your download queue display the word "**INSTALLED**". Please don't close the downloader while it's actively downloading, unless you press the pause button first. To resume downloading, press the Resume button. If you need to resume downloading after closing the downloader, run it again and enter your code and press Download again. Then select the same download/installation location on your computer that you chose originally.

If the downloader reports a DL Error or Install error, it will automatically try to download the file again until it successfully downloads and verifies all the data it needs. It's best to allow it to finish the process before trying to move or access the library data. Please see your download email for more detailed instructions.

If you have any trouble with our Downloader utility or prefer to use your browser or another download manager, log into your personal manual download page on our website, by using the direct link in your download email. Log in using your download code. Or, if you used the downloader originally, but you need to re-install the library manually for any reason at a later time you can always re-use the original rar files. To do that, you'll need Winrar, UnrarX or another full-featured Rar extraction utility to extract and install the library. Please note that Stuffit Expander and Winzip DON'T support many types of common rar files.

MIDI Loop Installation

You can use the Midi loops included with this library in any midi-compatible environment outside of Kontakt. However, if you wish to use the Midi Loop Playback system integrated into the instrument presets, you must first install the Midi Files package into your Kontakt User directory. This is necessary to allow Kontakt to always locate the Midi loops through the built-in Midi browser interface. Please copy the entire **Soundiron Beatboxer Midi** folder installed within this library directly into your User Documents Kontakt 5 folder. It is typically located in the Native Instruments directory in your default User Documents folder. You should be able to find that folder by following this path on your main OS drive:

Mac
/Users/<*your name*>/Documents/Native Instruments/Kontakt 5/

PC
\Users\<*your name*>\Documents\Native Instruments\Kontakt 5\

Just copy the "**Soundiron Beatboxer Midi**" folder from inside your new "Soundiron Beatboxer" installation directory. Then paste it into the Kontakt 5 user folder path listed above. If you've mapped your user documents folder to a different location that contains the Native Instruments/Kontakt 5 folder, you may need to copy it to that location instead. See Page 13 for more info.

Preset Loading

Once installation is complete, you can browse and load the included .nki presets using the Files, Quickload or Database tabs in the Kontakt Browser, or through the main File load/save menu. Please allow any current preset to finish loading completely before loading a new one. You can't use the Libraries view to load standard open-format Kontakt Instruments like this library. Only locked "Powered-By-Kontakt" Libraries are visible to that propriety browser view. The "Add-Library" function does not support this product or any other open-format Kontakt library. This library doesn't require any special activation.

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BEATBOXER MASTER ENSEMBLE ALL

This master ensemble preset features all of the primary multi-sampled single-stroke 12x round-robin drum and sfx articulations for each instrument. Each articulation is mapped as a single trigger key, starting at C-1 (midi note 12) and going up to to G6 (103), when using our default mapping. This preset includes a huge number of samples and can use a lot of voices, depending on how many mic positions are loaded, so we recommend it only for situations where you have plenty of ram and CPU resources to spare. The main control interface has a variety of performance controls that allow real-time performance customization.

You can create adaptive arpeggiations and simulated drum rolls with the ARP panel (See Page 14). You can load and mix the two microphone types with the MIX panel. (See Page 13). You can customize the key mapping for each articulation or load mapping presets from a variety of common standards and load and play back midi loops on the Midi/Mapping tab (See Page 6). The FX Rack page includes a wide variety of effects, from EQs, filters and compressors to amp simulation, chorus/flange/phase and convolution reverb (See Page 16). And you can assign any midi CC to any knob, button or slider by right-clicking it (command-click on OSX), pressing the "Assign Midi CC" box that pops up and moving any midi controller you wish to assign.

Swell - (CC 72)
This knob controls the volume swell of the instrument.

Attack - (CC 74)
This knob controls the sharpness of attack. Lower values have more of a pluck sound.

Start Offset - (CC91)
This controls the amount of sample start offset allowing you to jump ahead into samples to change the sound. This can also be used to control the amount of "pluck."

Release - (CC93)
This controls the release time of the main note samples.* Lower settings cause the sound to be damped and cut off, while higher settings allow notes to ring out longer.

Pitch
This controls the pitch shifting up or down from the natural root pitch of each sample. You can use this knob to transpose the pitch up or down by 24 semitones in half-step increments.

Velocity
This controls the dynamic response of the intruments, adding or subtracting from the incoming midi velocity.

Humanize
This adds subtle intelligent randomization to velocity, pitch and timing, to help create more natural, life-like performances.

Solo Button
Turning this on controls the number of voices that can play to simulate the basic polyphonic limitations of a real human voice. Turning it off allows a larger number of voices for stacking effects, ensemble sounds and more complex beat construction.

ARP Button
This button opens the arpeggiation control window, allowing you to create evolving, dynamic and customizable arpeggiation patterns, simulated drum rolls and other patterns. See Page 14 for info.

Mix Button
This opens the Microphone Mixer panel, allowing you to load and unload each mic type and customize volume, pan and output routing. See Page 13 for info.

BEATBOXER MASTER ENSEMBLE ALL (continued...)

This preset includes a custom key mapping interface that allows you to assign any of the available instrument articulations to any midi key. You can save and load your own custom maps, or chose from a number of different industry standard mapping templates through the Preset drop-down menu. You can also load, playback and manipulate a variety of Midi drum loops included with this library in the Midi Loop Select interface. Click on the **Midi/Mapping** tab at the bottom of the instrument to open this interface page.

Midi Loop Select Menu

This menu allows you to load and play back a variety of standard midi drum loops in this library. Use the file browser to select a **.mid** file and double-click to load it. Be sure to copy the "Soundiron Beatboxer Midi" folder into the Kontakt 5 user data folder stored on your main OS drive here:

/Users/< *name* >/Documents/Native Instruments/Kontakt 5/

   See Page 13 for more info on installing the midi pack.

Play Button

Press the Play button to start midi playback. You must first load a midi loop by double-clicking on any file. You can skip to another midi loop by double clicking on another midi file or by using the **left** and **right arrow buttons**.

Drag & Drop Icon

After loading a Midi loop, click the Plus Sign at the top and drag it into any program that allows midi clip pasting, such as a midi track or midi editor in your DAW.

Quantize

You can quantize or loosen the notes with this knob, using 6 different grid divisions available in the **Grid Size** menu.

Swing

Add swing to the rhythm with this control. This can create very cool results when used with Quantize and Grid Size.

Velocity

This attenuates the note velocity for the loop to globally shift everything up or down in dynamic intensity.

Tempo

You can choose half-time, normal and double-time playback.

Preset Menu

This allows you to load common drum map templates used by a number of popular drum kit libraries. Apocalypse Percussion Ensemble is unique and intended for a different purpose than any typical rock drum library. It has a different array of sounds that would make a direct 1:1 mapping ratio for every drum articulation virtually impossible. However, there are plenty of analogous sounds that can work very well with other drum libraries. The flexible control options and variety of sounds we offer make this library a very powerful tool to integrate with your existing creative workflow.

You can also use this menu to load any custom presets that you have created and saved with the **Save** button to the right. You can store 25 user-generated custom drum maps here. The **Delete** button erases any currently selected user-generated drum map. The default maps cannot be deleted.

Key Edit Box

First, type the midi key you'd like to assign an Articulation to. You can type in a midi note name or number.

Select By Midi

Or you can turn on the Select By Midi button and play any midi note to choose that key for assignment.

Instrument Menu

Next, select the Instrument you'd like to assign to the key. This menu always displays the currently assigned instrument for that chosen midi key.
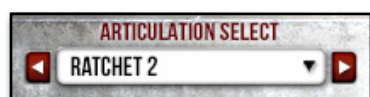
Articulation Menu

Then, select the specific Articulation you'd like to assign to the key. This menu always displays the currently assigned articulation for the chosen midi key.

BEATBOXER MASTER SFX

This master SFX preset features all of the multi-sampled single-stroke drum and sfx articulations for each instrument, spread out individually with one sample per key in a standard sound bank configuration. You can select a category of sounds to load with the Articulation Select menu, with a huge number of categories to choose from, with a variety of sounds included in each category. This preset includes a huge number of samples and can use a lot of voices, depending on how many mic positions are loaded, so we recommend it only for situations where you have plenty of ram and CPU resources to spare. The main control interface has a variety of performance controls that allow real-time performance customization.

You can create adaptive arpeggiations and simulated drum rolls with the ARP panel (See Page 14). You can load and mix the two microphone types with the MIX panel. (See Page 13). You can customize the key mapping for each articulation or load mapping presets from a variety of common standards and load and play back midi loops on the Midi Loops tab (See Page 15). The FX Rack page includes a wide variety of effects, from EQs, filters and compressors to amp simulation, chorus/flange/phase and convolution reverb (See Page 16). And you can assign any midi CC to any knob, button or slider by right-clicking it (command-click on OSX), pressing the "Assign Midi CC" box that pops up and moving any midi controller you wish to assign.

Selector Menu Drop-down

This selects the current instrument articulation sound set. You can also automate your menu selection in realtime with any midi CC by right-clicking the drop-down label above the menu or using the Automation assignment area in Kontakt's browser pane. You can also use the Left and Right **Arrow** buttons to skip up and down through the menu automatically.

Swell - (CC 72)
This knob controls the volume swell of the instrument.

Attack - (CC 74)
This knob controls the sharpness of attack. Lower values have more of a pluck sound.

Start Offset - (CC91)
This controls the amount of sample start offset allowing you to jump ahead into samples to change the sound. This can also be used to control the amount of "pluck."

Release - (CC93)
This controls the release time of the main note samples.* Lower settings cause the sound to be damped and cut off, while higher settings allow notes to ring out longer.

Pitch
This controls the pitch shifting up or down from the natural root pitch of each sample. You can use this knob to transpose the pitch up or down by 24 semitones in half-step increments.

Velocity
This controls the dynamic response of the intruments, adding or subtracting from the incoming midi velocity.

Humanize
This adds subtle intelligent randomization to velocity, pitch and timing, to help create more natural, life-like performances.

Solo Button
Turning this on controls the number of voices that can play to simulate the basic polyphonic limitations of a real human voice. Turning it off allows a larger number of voices for stacking effects, ensemble sounds and more complex beat construction.

ARP Button
This button opens the arpeggiation control window, allowing you to create evolving, dynamic and customizable arpeggiation patterns, simulated drum rolls and other patterns. See Page 14 for info.
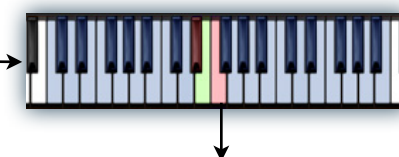
Mix Button
This opens the Microphone Mixer panel, allowing you to load and unload each mic type and customize volume, pan and output routing. See Page 13 for info.

MEGAMIXER PRESET

The Megamixer is a unique drum kit utility that lets you build your own custom ensembles, using only the ram, sample load and key range required for your custom kit. It's easy to set up and fine tune and you can save and load your kits. The Beatboxer Megamixer preset has 12 instrument modules that you can load and customize. You can choose from any of the instruments in the library and then select from all of the same single-stroke multi-sampled articulations that you'll find in the main "Master Ensemble All" preset.

Each of the 12 modules has its own volume, velocity, pan, offset, attack, pitch, release, articulation select, tuning and key mapping control settings. You'll also find the ARP pop-up panel to generate dynamic arpeggiation and drum roll simulation (See Page 14) and the MIX pop-up panel to adjust mic position loading, volume and output routing (See Page 13). You can load and play back midi loops on the Midi Loops tab (See Page 15). The FX Rack page includes a wide variety of effects, from EQs, filters and compressors to amp simulation, chorus/flange/phase and convolution reverb (See Page 16).

When viewing the Kontakt keyboard window, we display key coloring to identify active key ranges. The **blue** area shows the full range for the Megamixer. The **red** keys show the assigned Range for the module being currently edited. The green key shows the assigned Root Key for the module being edited. The white keys are empty.

MODULE WINDOWS

Click on the drum image in any module to choose an instrument to load into it. When a module has no sounds loaded, it will display "Select Drum". Click there to select an instrument.

Edit Button

This button selects a module for editing. When pressed, the settings for that module will be displayed in the Module Editor area on the left side. Each module stores its own independent control settings.

Volume

This controls the master volume of each module.

MODULE EDITOR

Velocity

This attenuates incoming midi velocity up.

Pan

This sets the stereo pan position.

Offset

This controls sample offset allowing you to tighten and cut into samples.

Attack

This knob controls the sharpness of attack.

Pitch

This shifts the pitch up or down.

Release

This controls the release fade time. Lower settings dampen and cut off the tail, while higher settings allow notes to ring out.

Articulation Select Menu

This drop-down menu chooses the specific drum or sfx sound loaded into the module.

Tuned / Untuned Button

When in "Tuned" mode, the sample is pitched chromatically up and down from the root key over the assigned range. When "Untuned", the pitch remains constant over the assigned range.

Root Key

This sets the location of the center "Root" key of each module. You can type in a midi note number or key name or press the **SET** button and play any key on your midi keyboard to assign it as the root note.

Range

This defines the total assigned key range of the module. The value on the left is the lowest key and the right is the highest key for the module. You can type in a midi note number or key name for the bottom and top notes, or press the **SET** button and play any key on your keyboard to assign it as the bottom or top note.
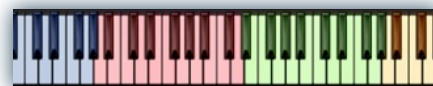
SOLO BUTTON

Turning this on controls the number of voices that can play to simulate the basic polyphonic limitations of a real human voice. Turning it off allows a larger number of voices for stacking effects, ensemble sounds and more complex beat construction.

SUBMIXER PRESETS

The 6 individual section Submixer presets divide the instruments into sub-types, to allow you to focus on specific instrument sub-types. These allow a similar fast plug-and-play functionality that you'll find in the Standard presets, but they allow more detailed control over each sub-section within the instrument group by dividing instruments into 4 category modules, each focusing on a sub-set of related articulations and offering a variety of independent parameter controls to shape each sound. You'll find Submixers for the Snares, Kicks, HiHats & Cymbals, Clacks, Auxiliary Percussion and Synth FX categories.

Each of the 4 modules has its own volume, pan, offset, attack, release, velocity attenuation and pitch settings. You'll also find the ARP pop-up panel to generate dynamic arpeggiation and drum roll simulation (See Page 14) and the MIX pop-up panel to adjust mic position loading, volume and output routing (See Page 13). You can load and play back midi loops on the Midi Loops tab (See Page 15). The FX Rack page includes a wide variety of effects, from EQs, filters and compressors to amp simulation, chorus/flange/phase and convolution reverb (See Page 16).

When viewing the Kontakt keyboard window, we display key coloring to identify active key ranges. The **blue** area shows the key range for Module 1. The **red** keys show the range for Module 2. The **green** keys show the range for Module 3 and the **yellow** keys show the range for Module 4. You can see matching color-coded borders around the image windows in each module.

Volume ("VOL")
These knobs control the volume of each instrument module

Attack
This knob controls the sharpness of attack. Lower values have more of a pluck sound.

Offset
This controls the amount of sample start offset allowing you to jump ahead into samples to change the sound. This can also be used to control the amount of "pluck."

Release ("REL")
This controls the release time of the main note samples.* Lower settings cause the sound to be damped and cut off, while higher settings allow notes to ring out longer.

Pitch
This controls the pitch shifting up or down from the natural root pitch of each sample. You can use this knob to transpose the pitch up or down by 24 semitones in half-step increments.

Velocity ("VEL")
This controls the dynamic response of the intruments, adding or subtracting from the incoming midi velocity.

Pan
These knobs set the stereo pan position for each module.

ARP Button
This button opens the arpeggiation control window, allowing you to create evolving, dynamic and customizable arpeggiation patterns, simulated drum rolls and other patterns. See Page 14 for info.

Mix Button
This opens the Microphone Mixer panel, allowing you to load and unload each mic type and customize volume, pan and output routing. See Page 13 for info.

Solo Button
Turning this on controls the number of voices that can play to simulate the basic polyphonic limitations of a real human voice. Turning it off allows a larger number of voices for stacking effects, ensemble sounds and more complex beat construction.

BEATBOXER DRUM LOOPS

The Beatboxer Loops preset contains 100 live beatboxer performance grooves and 108 Custom Sound-Designed FX Grooves using a variety of special effects and production tricks that can be tempo-synched, time-stretched, pitch shifted, sequenced, chopped and edited on the fly. When **Time Mode** is turned on, you can use the **SYNC** button to lock the playback speed to your project tempo or Kontakt's internal tempo setting. When the Sync button is off, you can use the **Stretch** knob to speed up or slow down playback freely in realtime.

Swell - (CC 72)
This knob controls the volume swell of the instrument.

Attack - (CC 74)
This knob controls the sharpness of initial note attack. Higher values soften the attack.

Offset - (CC78)
This controls the amount of sample start offset allowing you to jump ahead into samples to change the sound and bypass syllables. This knob also moves the green marker in the waveform window.

Release - (CC76)
This knob controls the release fade-out time of notes.

X-Fade On/Off
This button turns on/off Simulated Legato between phrases.

X-Fade
This knob controls the speed and amount of the cross-fade blending between loops.

Pitch
This knob allows you to shift the playback pitch of the phrases up or down in semi-tone intervals. You can also use the Pitch Keyswitches to change this setting.

Stretch - (CC92)
When in "Free" mode, this knob controls the speed of sample playback by utilizing Kontakt's Time Machine engines. Low values equate to a slower playback speed and higher values to faster, with 64 being the default 100% playback speed.

Time Mode Button
This enables the time-stretching engine for tempo-synching and time stretching control. When this is off, the Sampler engine is used, for a higher quality and more natural sound that can only be played at the originally recorded tempo, unless the pitch is adjusted.

Sync Button
This button toggles the instrument between tempo-syncing and freely time-stretchable modes when the Time Mode button is turned on.

Pitch Keyswitch Controls
These controls can be used to set the keyboard location of the pitch transposition keyswitches. You can move these switches to any midi key you wish by clicking in the value range to manually edit them or by pressing the SET button and then playing the midi note you would like the key-switches to start from.

Waveform Window
This window displays the actual waveform and playback position of the most recently triggered sample. In most presets, the interactive blue "O" marker shows the sample start position and is linked to the "Offset" knob. When the Sequencer is active, the Green "S" and Orange "E" marker are shown instead (not included in "Lite" presets). These interactive sliders display the sample playback start end position for the currently selected sequencer step. This visual feedback makes customizing phrases easier.

SEQUENCER PANEL (Loop presets)

The Loop presets also feature a powerful phrase step sequencing system that makes using them even easier. This system allows you to sequence any 32 loops for the currently selected Key root category and trigger them using the master Sequencer keyswitch. This advances playback through your sequence, based on the "Sequencer Flow" setting you've chosen from the menu. You can add or remove steps with the "Steps" value field and jump forward or backward between steps with the "Current Step" knob. You can also shorten the start position (Green "S" Marker & "Start" knob) and duration (Orange "E" marker and "End" knob) of each phrase to play just specific sections of a phrase. You can even load and save your own custom sequence presets using the Save and Load icon buttons.

Sequencer On/Off Button
This enables/bypasses the Sequencer panel. Clicking the Sequencer label hides the panel. Click it again to open it again.

Sequencer Flow
This menu determines the direction of the step sequencer playback order as the Master Trigger Key is pressed each time. Your options are:

FWD 1-Shot (single play-through with continuous playback of all steps while the trigger key is held, flowing left to right in the sequence).

FWD Loop (continuously cycles through the whole sequence from left to right as long as the trigger key is held down, playing each sample only one time).

FWD Step advances from left to right by a single step with each trigger key press for more controlled playback. The current looping sample will continue to sustain (loop) as long as you hold the trigger key down. When the trigger key is released, the sequence advances to the next step.

BWD 1-Shot (single play-through with continuous playback of all steps while the trigger key is held, flowing from right to left).

BWD Loop (continuous looping right to left while the trigger key is held down), BWD Step (single play-through with continuous playback of all steps while the trigger key is held, flowing right to left in the sequence).

BWD Step advances from right to left by a single step with each trigger key press for more controlled playback. The current looping sample will continue to sustain (loop) as long as you hold the trigger key down. When the trigger key is released, the sequence advances to the next step.

Random (random playback as long as the trigger key is down).

Knob Follow, which will only play the step that matches the Current Step knob value at any given time. Use the Knob Follow option if you wish to automate the playback sequence by attaching a CC or host envelope to the Current Step knob.

Current Step
This knob sets the current sequence step that will play when the Master Trigger Key is played. You can also click on a step in the sequencer grid to select it for playback or editing.

Step Options area
You can click on any step in the sequencer grid to select it for editing and adjust Start, End and Pitch settings for each step.

Start (Step Options)
This knob sets the Phrase Start Marker and determines where the sample will start, measured as a percentage of total sample duration. It is linked to the interactive "S" marker in the waveform display.

End (Step Options)
This knob sets the Phrase End Marker and determines where the sample will end, measured as a percentage of total sample duration. It is linked to the interactive "E" marker in the waveform display.

Pitch (Step Options)
This knob sets the pitch for each step.

Number Of Steps ("Steps")
This sets the total number of sequence steps in the grid.

Step Sequencer Grid
This allows up to 32 sequence steps. To change the sample assignment for a step, double click on it and type in a new value or use the up/down arrow buttons that appear when you mouse over it. The Current Step is highlighted in red, indicating that it is ready to play as soon as you press the Trigger Key (B4)

"S" Phrase Start Marker
This interactive marker shows where the currently playing phrase will start.

"E" Phrase End Marker
This interactive marker shows where the currently playing phrase will end.

Master Trigger Key - (midi note B4)
Playing this key (midi note number 71 / B4) will trigger the currently highlighted phrase in your step sequence ("Current Step"), and then advance to the next phrase step according to the Sequencer Flow setting you've chosen. See Page 17.

Save Button
This button lets you save your current step sequence to an nkp file on your hard drive.

Load Button
This button lets you load a previously saved step sequence from an nkp file on your hard drive.

DUAL-LAYER PRESETS

The 11 dual-layer mixer presets divide the instruments into sub-types, featuring the same content as the Submixer presets. These are designed to allow you to focus on a single articulation (or a pair of them) at a time and spread the sound chromatically like a classic sampler or synth instrument over the entire key range. Use the drop-down Select menus to choose an articulation for Layer module 1 or 2 and freely adjust the full array of independent controls and key range settings for each layer to create your own unique hybrids.

Each of the two fully independent layer modules has its own swell, attack, offset, release, pitch, pan and velocity attenuation control. The KEYS panel allows you to arrange custom key mapping for each of the two modules. You'll also find the ARP pop-up panel to generate dynamic arpeggiation and drum roll simulation (See Page 14) and the MIX pop-up panel to adjust mic position loading, volume and output routing (See Page 13).
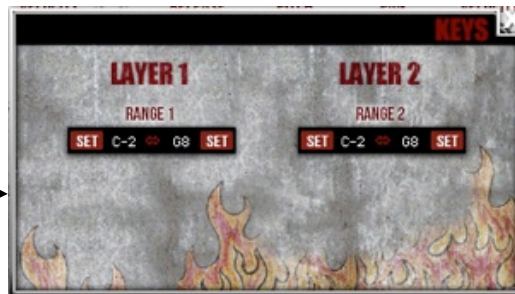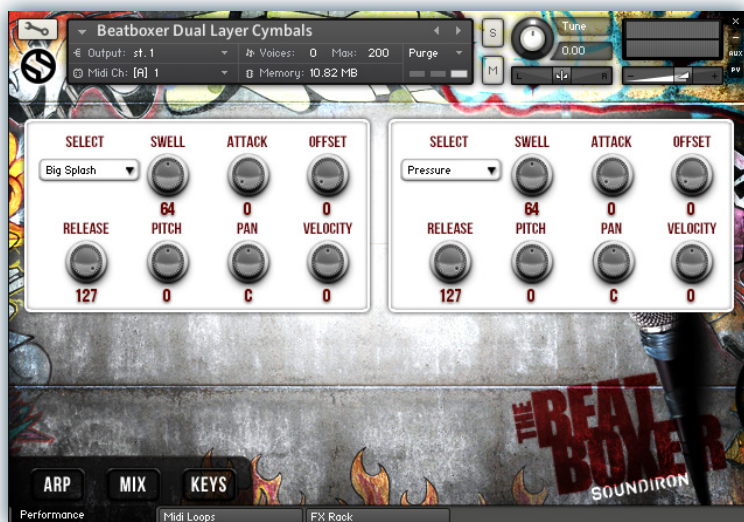
The **KEYS** pop-up window provides key range and key-switch control for both module layers.

The **Range** values set the playable key range for each module. Modules can have overlapping ranges.

To change each setting, you can type in a new value (midi note name or number) directly into each box. Or simply press the **SET** button next to each one and play any key to assign that note as the new value. Please set the values one at a time.

The Kontakt keyboard view displays a red keyrange for the module #1 selector key-switches and a **green** range for module #2 key-switches. The **dark blue** range shows the playable note range for module 1 and **light blue** for module 2. The **yellow** range is where the module's playable ranges overlap each other. The **black/white** inverted keys show the root pitch for each module, depending on current settings of each pitch knob.

Select Menu
This drop-down menu selects the individual articulation that you would like to load into the module. You can automate the current selection with a midi CC to switch between articulations in real-time. Just right-click (command-click on OSX) on the "SELECT" label above the menu, then click on the "Assign Midi CC" pop-up that appears and move any midi CC assigned to the same channel as the instrument. To turn off and bypass a module, select **Off**.

Or, you can use the layer selection key-switches to select the articulation via midi. These key-switches are activated and are assigned in the Keys pop-up window.

Swell - (CC72 & 73)
This smoothly controls volume swelling for the instrument, allowing you to fine-tune volume, or shape dynamic rolls, crescendos and decrescendos over time.

Attack - (CC 74 & 75)
This controls the sharpness of attack.

Offset - (CC91 & 92)
This controls the amount of sample start offset allowing you to skip ahead into the samples. Use this to tighten articulation attacks and or to create more distant pad-like feel.

Release - (CC93 & 94)
This sets the room release time for each module. Lower values can allow you to simulate a nearly bone-dry studio sound.

Pitch
This shifts the pitch of sound in each module up & down by up to +/- 36 semitones. This setting is displayed in the Kontakt keyboard view as an inverted black/white key.

Pan
This allows you to place the sound in each module in your stereo field.

Velocity
This adjusts midi note velocity up or down when a note is played.

POP-UP CONTROL WINDOWS

The buttons in the lower left corner of each preset access several different types of control windows for different functions, depending on the preset. To open them, click the buttons. To close them, click the button again or press the white X button in the top right corner of the pop-up window.

The **MIX** pop-up window in all presets allows custom microphone loading, mixing and output routing. You can control the dynamic and condenser mics individually here. The **Volume Knobs** smoothly adjust the volume for each microphone type. **The Pan Knobs** adjust the stereo pan position for each microphone.

The **MIC On/Off** Buttons enable or bypass each mic position. Turning a position On will load its samples into ram. Turning it off will unload the samples again. Please allow loading to fully complete before playing notes or making other changes.

The **OUTPUT** audio signal routing menus allow you to assign the audio output path for each mic position. Choosing DEFAULT will send the audio through the main Kontakt output bus, which sends it through the integrated DSP FX Rack signal chain and then out through any Kontakt output that is currently assigned at the top of the instrument preset. Setting a mic position to OUT 1 or higher will send the audio directly to any one of Kontakt's audio output channels. Be aware that this will also **bypass** the FX Rack signal chain entirely. The menu will only display currently active Kontakt audio output channels. You can create new audio outputs in Kontakt's Output window by pressing the Output button at the top of Kontakt. Once you have created your output channels and assigned them to a valid hardware or sequencer audio output connection, reload the instrument preset to refresh the menu.
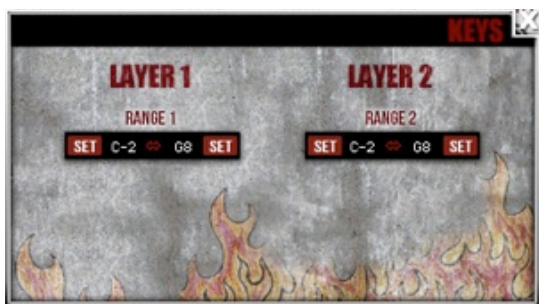
The **KEYS** pop-up window is only found in the "Dual Layer" presets. It provides key range control for both module layers.

The **Range** values set the playable key range for each module. Modules can have overlapping ranges. To change each setting, you can type in a new value (midi note name or number) directly into each box. Or simply press the **SET** button next to each one and play any key to assign that note as the new value. Please set the values one at a time.

ARP POP-UP CONTROL WINDOW

The ARP pop-up panel is an advanced arpeggiation design tool included in nearly all of this library's presets. We also often call this system the "Uberpeggiator". You can choose from multiple cycling modes, chord and scale constraints, directional variables, tempos and beat divisions and even set up your own custom arpeggiation velocity step sequences. It's also great for creating simulated drum rolls with the EZ-Roll Mode. You can also save and load your own custom arpeggiation settings using the Save and Load buttons.

Mode
This knob controls the Arpeggiator mode. Choosing **Off** disables the Arp system entirely.
- **On** sets it to respond only while a note is pressed, cycling through all held notes as it arpeggiates.
- **Hold** sets it to automatically sustain one note at a time, (monophonic) so that changing keys changes the note that is repeating.
- **Hold +-** sets it to allow new notes to be added to the automated chain of repeats.
- **EZ Roll** is a special mode that allows easy single-stroke roll creation, based on your tempo, rhythm and the amount of swing and randomization you want on the timing and velocity of each stroke. Most other controls are bypassed. You can use the velocity table or use incoming velocities "As Played".

Hits and Hit % Knobs
Hits sets the number of repeats of each note BEFORE moving on to the next note in the arp sequence, and Hit % sets the intensity fall-off rate for each repeat, before resetting for the next note.

Repeat Setting
This sets the direction of the up or down repeats.

Rhythm
This sets the speed of arpeggiation, as measured in musical time, ranging from whole bars to 128th notes. Fast settings can yield interesting results, but keep in mind that the faster the speed, the more voices you use.

Pitch
Sets the pitch up or down in quarter-tone intervals for each repeat after the initial note is pressed and it remains in a pseudo legato state as long as any key is held down. Changing this setting in real-time allows extreme stair-step effects and creative groove, tuning and beat alterations.

Note Order Menu
This drop-down menu allows you to select any number of simple or complex cycle patterns that the arpeggiation will follow as it plays through the sequence of notes you have triggered. Choosing "*As Played*" will cause it to follow the original order you played the notes in, with the newest note always added to the end of the chain.

Swing
This sets the amount of rhythmic offset (swing) between notes. Values below zero cause the notes to play ahead of the beat. Values above zero cause the notes to play after the beat.

Duration
This allows you to fine-tune the length of each note. You can shorten the note to staccato-like pulses or extend them beyond the normal beat length. When used with sustaining roll articulations, this controls the length of the roll before it is released for each arpeggiated step.

Random
This adds subtle timing humanization to the arp sequence.

Key Selector Knob
Binds the arpeggiation **scale** you've chosen to a specific key.

Scale Selector
Binds the arpeggiation sequence to a specific scale that you can choose by turning the knob.

Free/Constrain Button
Limits and adjusts any new note to the currently selected scale and key.

Velocity Graph Sequencer
This graph allows you to draw the velocities that you want each step in your arpeggiation sequence to play at.

Reset
This button resets all steps in the graph to a default value of 0 (blank).

Steps
This setting determines the number of sequencer steps (2 - 32) that can be set with the velocity graph step sequencer.

Velocity Sequencer On/Off
The round button on the lower left corner of the Velocity Sequencer Graph window activates the sequence. When active, the arpeggiation follows the velocities that you've drawn on the graph from left to right. When it is bypassed, each note is played at the velocity that you play it at.

Save & Load Buttons
The red "**disk**" icon button allows you to save your Arp panel settings. The red "**folder**" icon allows you to load previously saved Arp panel settings.

BEATBOXER MIDI LOOPS

The Midi Loop Select included in most of the presets will allow you to load, playback and manipulate the selection of Midi drum loops included with this library. Note that any midi file can be loaded from any preset containing the Midi Loops interface, although the loops were created from specific presets. Many of the included midi files contain the preset name used to create them.

***Please follow the instructions below to install the midi loops in order to use them in the Midi Loop Select interface. ***

Midi Loop Select Menu
Use the file browser to select and double-click any midi file to load it. This menu allows you to load and play back the midi drum loops that we have included with this library in the "Soundiron Beatboxer Midi" folder, once you have installed that folder in your Native Instruments/Kontakt 5 user data folder. You can also load other standard midi files from popular publishers like Groove Monkey, simply by adding them to the "Soundiron Beatboxer Midi" directory once it's installed.

Play Button
Press the Play button to start midi playback. You can skip to another loop by double clicking on another file. Or use the left and right **arrow buttons** to skip to the next or go back.

Drag & Drop Icon
After loading a loop, click and hold the Plus Sign at the top and drag your cursor into any program that allows midi clip pasting, such as a midi track or midi editor in your DAW.

Quantize
You can quantize or loosen the notes with this knob, using 6 different grid divisions available in the **Grid Size** menu.

Swing
Add swing to the rhythm with this control. This can create very cool results when used with Quantize and Grid Size.
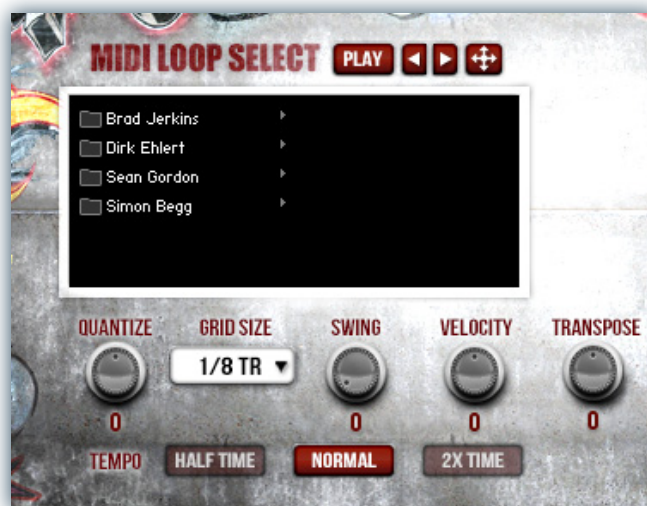
Velocity
This attenuates the note velocity for the loop to globally shift everything up or down in dynamic intensity.

Transpose
This shifts all midi note values up or down in semitone steps.

Tempo
You can choose half-time, normal and double-time playback.

INSTALLING THE SOUNDIRON BEATBOXER MIDI FOLDER

You can use the Midi loops included with this library in any midi-compatible environment outside of Kontakt that you like. However, if you wish to use our integrated Midi Loop Playback system in these Kontakt instrument presets, you must first manually install the **Soundiron Beatboxer Midi** pack into your Kontakt user data directory. You'll find the Soundiron Beatboxer Midi folder inside your new "Soundiron Beatboxer" main directory. This step is necessary to allow Kontakt to automatically locate the Midi loops through the scripted Midi browser interface. The Kontakt 5 user data folder is typically located in your Documents folder. You should be able to find that folder by following this path on your main OS drive:

Mac: /Users/**< *your user name here* >**/Documents/Native Instruments/Kontakt 5/

PC: \Users**< *your user name here* >**\Documents\Native Instruments\Kontakt 5\

Copy the entire Soundiron Beatboxer Midi folder directly into the Kontakt 5 folder above. Your Documents folder may be named "My Documents". PC users will usually find this folder on their C drive. If you've moved your main user documents folder to a different location, check to see if it contains a Native Instruments/Kontakt 5 folder. If it does, then you may need to copy the Soundiron Beatboxer Midi foler to that location instead or copy it to both locations if you find more than one instance of the Kontakt 5 folder. The Midi loops are tiny files, so any extra copies won't waste much space. If the Soundiron Beatboxer Midi folder is not copied to the right folder, the Midi Loop Select browser window will appear empty.

Once you have finished this step, you'll be able to see the directory listing in the Midi Loop Select browser window in the Beatboxer interface. You can also copy your own midi files into the Soundiron Beatboxer Midi folder after it is installed. This will allow you to load and play them from inside of the Beatboxer midi playback system. If you add a midi file to the Soundiron Beatboxer Midi folder while an Beatboxer preset is already loaded in Kontakt, simply close and reload the instrument to refresh the browser.

FX RACK

The FX Rack tab contains our advanced, flexible FX Rack that integrates many of Kontakt's built-in effects. The following section describes all of the available effects. The FX Rack is accessible in all presets by clicking on the UI tab at the bottom of the instrument labeled "**FX Rack**."

Effect Types and Controls

Mod Controls

The Mod FX module features Chorus, Flanger and Phaser effects.

Power Button - Toggles the effect on and off.

Drop-down - Use this drop-down menu to select the active effect.

Rate - This knob controls the Rate of the selected effect.

Feedback - This knob (not available in Chorus mode) control the amount of feedback for the active effect.

Phase - This knob controls the Phase of the active effect.

Depth - This knob controls the depth (intensity) of the selected effect.

Mix - This knob controls the amount of wet and dry output of the effect. Values left-of-center reduce the wet level, while values right-of-center keep wet levels the same but reduces the dry level.

Dynamics Controls

The Dynamics FX module is a configurable compressor.

Power Button - Toggles the effect on and off.

Threshold - This knob controls the volume threshold of the compressor.

Ratio - This knob controls the ratio of the compressor. The value is displayed to the right.

Attack - This knob controls the attack time of the compressor.

Release - This knob controls the release time of the compressor.

Makeup - This knob controls the makeup of the compressor.

FX Rack continued...

Drive Controls

The Drive FX module features a variety of distortions: Distortion, Skreamer, Tape Saturator and De-Rez (Lo-Fi).

Power Button - Toggles the effect on and off.

Drop-down - Use this drop-down menu to select the active distortion effect.

Drive - This knob controls the amount of the distortion effect.

Volume - This knob controls the output level of the distortion effect.

Degrade - This knob (only available in De-Rez mode) control the amount of bit crushing that the Lo-Fi effect does.

Lows - This knob (when available) controls the level of low (bass) frequencies.

Highs - This knob (when available) controls the level of high (treble) frequencies.

Tone - This knob (only in Skreamer mode) controls the tone level of the Skreamer effect.

Amp Controls

The Amp FX module is a configurable amp simulation effect. It includes the "Twang" and new "Jump" amp simulators.

Power Button - Toggles the effect on and off.

Drop-down - Use this drop-down to select between the available amp types: twang and jump.

Volume - This knob controls the volume output level of the amp sim.

Drive - This knob controls the amount of extra gain on the amp simulator.

Lows - This knob controls gain of low (bass) frequencies.

Mids - This knob controls the gain of mid-level frequencies.

Highs - This knob controls the gain of high (treble) frequencies.

Boost Button - This button (only available in the Jump amp sim) toggles HiGain mode on and off. The Volume is adjusted -9dB when activated to maintain relative volume while increasing the drive.

Presence - This knob (only available in the Jump amp) adjusts the presence of the effect.

Cab Controls

The Cab FX module is a configurable cabinet (speaker) simulation effect.

Power Button - Toggles the effect on and off.

Drop-down - Use this drop-down to select between the available cabinet types including the Rotator cabinet effect..

Volume - This knob controls the volume output level of the cabinet sim.

Air - This knob controls the amount of the "Air" in the cabinet effect, simulating distance between the virtual mic and cab.

Size - This knob controls size of cabinet effect, effectively the size of the simulated cabinet.

Fast Button - This button (available only with the Rotator cabinet type) toggles the rotation effect of the cabinet from slow to fast.

FX Rack continued...

Delay Controls

The Delay FX module is a configurable Delay effect.

Power Button - Toggles the effect on and off.

Rate - This knob controls the time between delays. Higher values mean a longer time between delays, creating a more pronounced echo.

Damping - This knob controls the damping of the delay effect, which attenuates and damps each successive echo.

Pan - This knob controls the amount of stereo panning of the delay effect.

Feedback - This knob controls the feedback of the delay effect. High values can cause and endless loop.

Mix - This knob controls the amount of wet and dry output of the effect. Values left-of-center reduce the wet level, while values right-of-center keep wet levels the same but reduces the dry level.

Reverb Controls

The Reverb FX module allows users to load reverb impulses to simulated real-world spaces or effects. See Page 3 for details.

Power Button - Toggles the effect on and off.

Custom Button - Turning this "On" bypasses the our built-in impulses so you can save presets with your own impulses in the Insert FX module through Kontakt's Editor view.

FX Menu - This menu allows you to select one of our special effect convolutions. Selecting an impulse from this menu overrides and unloads any currently loaded impulse from the Spaces menu.

Rooms Menu - This menu allows you to select one of our real-world environmental convolutions. Selecting an impulse from this menu overrides and unloads any currently loaded impulse from the Effects menu.
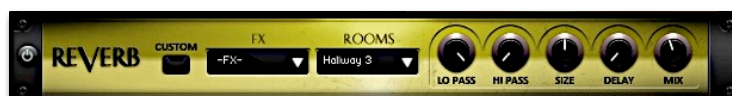
Lo Pass - Sets the low frequency cut-off of the impulse response, allowing you to dull and darken the sound.

Hi Pass - Sets the high frequency cut-off of the impulse response, allowing you to remove rumble and low end.

Size - Sets the simulated room size of the convolution.

Delay - Sets the amount of pre-delay time before the wet signal is returned

Mix - This knob controls the amount of wet and dry output of the effect. Values left-of-center reduce the wet level, while values right-of-center keep wet levels the same but reduces the dry level.

Preset List

** Please note that all presets listed are designed to be used with Kontakt 5.1.0 or higher. Lite version of all presets are also included. These are less CPU- and memory-intensive at the cost of certain resource-intensive features.

Master Presets
These are the master presets for this library, allowing you to load all of the multisample content. See pages 5 - 8 for info.

- Beatboxer Master Ensemble All
- Beatboxer Master SFX
- Beatboxer Megamixer

Submixer Presets
These presets allow you to load and customize specific articulation groups. See page 9 for info.

- Beatboxer Submixer Aux
- Beatboxer Submixer Clacks
- Beatboxer Submixer Cymbals
- Beatboxer Submixer Kicks
- Beatboxer Submixer Snares
- Beatboxer Submixer Synth

Loop Presets
These are the live and special FX drum loops presets, featuring intelligent phrase sequencing, tempo-synching and more. See page 10 - 11 for info.

- Beatboxer Loops
- Beatboxer Loops Glitch

Dual Layer Presets
These presets allow you to load and blend specific articulations as tuned synth/sampler instruments. See page 12 for info.

- Beatboxer Dual Layer Breaths
- Beatboxer Dual Layer Clack
- Beatboxer Dual Layer Cymbals
- Beatboxer Dual Layer Drips and Drops
- Beatboxer Dual Layer Hihats
- Beatboxer Dual Layer Kicks
- Beatboxer Dual Layer Ratchets
- Beatboxer Dual Layer Snares
- Beatboxer Dual Layer Synth
- Beatboxer Dual Layer Toms
- Beatboxer Dual Layer Turntable

Ambient Presets
These special atmospheric FX presets found in the Ambiences sub-folder each include a wide variety of sustaining multi-layered ambiences and soundscapes created by heavily resynthesizing and manipulating the original raw vocal source recordings. See Page 12 for info about this preset's control systems.

- Beatmeats
- Nunambs

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THANK YOU.

Thank you for buying the Soundiron The Beat Boxer library, programmed for the Native Instruments Kontakt virtual sampler platform. If you enjoy this creation, we hope you'll check out some of our other awesome virtual instrument libraries. If you have any questions or need anything at all, just let us know. We're always happy to hear from you.

info@soundiron.com

thanks!

Mike, Gregg and Chris

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